SNSP -AFYP- UKV

SYNDICATE™

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

BULLFROG
PRODUCTIONS LTD™

INSTRUCTION
BOOKLET

ocean

SYNDICATE™

CONTENTS

WELCOME TO SYNDICATE 3

Your Mission 3
Key Command Summary 4
Menu Bar Icons 5
Quickstart 5
Main Menu Options 8

CHOOSING A MISSION 10

At the World Map 10
New Calendar 10
Territory Information 11
Mission Brief Screen 11

PREPARING FOR A MISSION 12

Team Selection 12
Choosing Team Members 13
Equipping Your Agents 13
Modifications 13
Versions 14
Research Screen 14
Modification Development 15
Equipment Development 15
Development Graph 15

IN THE MISSION ZONE 16

Status Boxes 16
API Levels 16
Adjusting API Levels 16
Health Bar 17

Changing Active Agent 17
Grabbing Weapons 18
Discarding Weapons 18
Group Mode 19
Urban Update 19
Enemy Agents 19
Police 20
The Target 20
Vehicles 20
Buildings 20
Panic Mode 20
Self-Destruct 21
Mission Debriefing 21

AFTER THE MISSION 22
Raising Taxes 22
Choosing A New Mission 22
Selling Equipment 22
Mission Failure 22
Game Over 23

EQUIPMENT & TERRITORIES 23
Equipment 23
Territories 25
Credits 26

WELCOME TO SYNDICATE

For you, the future is now.

After the collapse of the New World Order, crime Syndicates swept in to fill the power vacuum. They became the only effective world government, unelected, undemocratic, but controlling the lives of the people through fear. Their greatest weapon was the CHIP. Inserted in the neck, the CHIP altered the user's every perception of the outside world. Better than any drug, it gave hope to millions by numbing their senses to the misery and squalor around them.

As a young Syndicate executive you're looking to make your mark. From a control platform high above the teeming city streets you observe as your cyborg agents, controlled by the CHIP, spread the shadow of your terror. Equipped with the latest in hi-tech weaponry, their cyborg bodies souped up with extra powerful limbs, your finger rests on the pulse of their every reaction.

The CHIP controls API (Adrenaline, Perception and Intelligence) levels. With these, you set the degree of an agent's operational independence during missions. There are over 50 named missions for you to complete. A Syndicate executive must be a master of strategy, assessing a mission environment and planning agent moves. An executive must also have the reflexes of a steroid-addicted sprinter and a remorseless lust for power to commit acts of gross violence but sleep soundly at night.

Still think you've got what it takes to make it in the Syndicate?

YOUR MISSION

The aim of the game is to spread the dark stain of your Syndicate across the surface of the entire globe.

The world map is divided into 50 territories. From your home base in Europe you invade adjacent territories and, through the violent subterfuge of your agents, wrestle them from rival Syndicates. But while you're busy expanding your Syndicate's empire abroad, rival agents are working in your own back yard to de-stabilise your Syndicate. Ensure agents are briefed to weed out traitors whose actions might bring about your downfall.

Only by meeting all the challenges, destroying all targets and gaining control of all the territories can your Syndicate triumph.

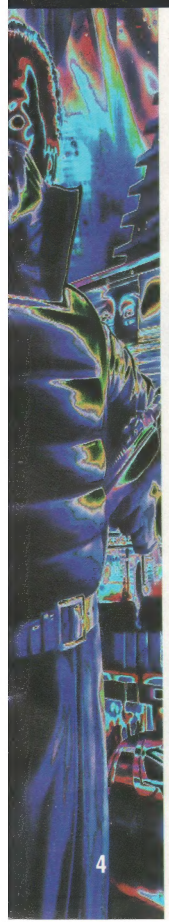
STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System™.

   WARNING: Never try to insert or remove a cartridge when the power is ON.

2. Make sure a Controller is plugged into controller socket 1 on the Super NES™.
   If you're playing against a friend, plug the other Controller into controller socket 2.
3. Insert the game pak into the slot on the Super NES. Press firmly to lock the game pak in place.
4. Turn ON the power switch.
   The Nintendo screen appears, followed by the Bullfrog logo and Syndicate title screen.
   If you don't see them, begin again at step 1.
5. Press START after each screen to proceed to the Main Menu.

KEY COMMAND SUMMARY



World Map Screen

Select territory: Control Pad **up/down/left/right**
Select next available mission: Press **X**
Move through Menu Bar icons: Press **Left/Right** controller buttons
Select Menu Bar option: Press **Y**
Start mission: Press **START**

Team Screen

Select team member 1-4: Control Pad **left/right**
Highlight agent in Cryo Chamber: Control Pad **up/down**
Select agent from Cryo Chamber: Press **A**
Deselect agent when using less than four for a mission: Press **B**

Equip Screen

Select team member 1-4: Control Pad **left/right**
Select weapon: Control Pad **up/down**
Toggle between purchase and sell weapon options: Press **X**
Purchase or sell weapon: Press **A**

Modifications Screen

Select team member 1-4: Control Pad **left/right**
Select modification: Control Pad **up/down**
Purchase modification: Press **A**

Research Screen

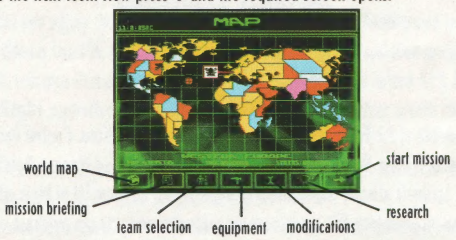
Toggle between weapons or mods research: Press **X**
Move through weapons/mods research options: Control Pad **up/down**
Select research option: Press **A**
Alter amount invested in research: Control Pad **left/right**

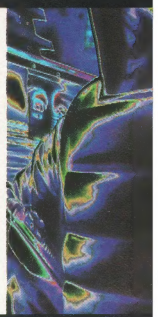
During Game

Move agent(s): Control Pad **up/down/left/right**
Fire selected weapon: Press **A**
Change weapon: Hold **X** + Control Pad **left/right**
Change agent: Hold **Y** + Control Pad **left/right**
Toggle Group Mode on/off: Press **SELECT**
Enter Panic Mode: Press **Left** + **Right** controller buttons
Increase API Levels: Press **Right** controller button + **Y** or **X** or **A**
Decrease API Levels: Press **Left** controller button + **Y** or **X** or **A**
Enter/exit vehicles: Press **B**
Pick up/drop weapons: Hold **X** + Control Pad **up/down**
Hide weapons: Hold **Y** + Control Pad **up**
Pause mission: Press **START**
Quit mission: Pause mission by pressing **START**, and then press **A** + **B** + **X** + **Y**
Self Destruct: Press **A** + **B** + **X** + **Y**

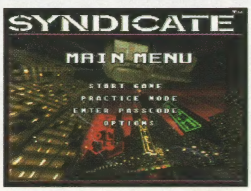
MENU BAR ICONS

To switch between Menu Bar icons, use the **Left/Right** controller buttons to move the highlight to the next icon. Now press **Y** and the required screen opens.

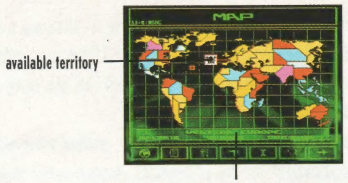




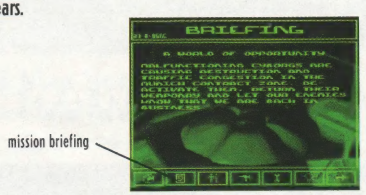
QUICKSTART



To play Syndicate immediately, press **START** at the Title Screen. The Main Menu appears, with Start Game flashing; press **A** for the Map screen.

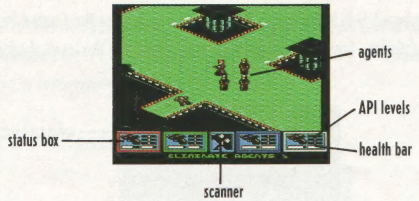


At the Map screen the only territory with an available mission is Western Europe and its details are on display (see At the World Map). You have no choice but to accept this mission.
The Mission Briefing icon in the Menu Bar is already highlighted; press **Y** and the Briefing screen appears.



On the Briefing screen there's a written mission outline with details of the target and tactics required. When you've absorbed this, press **Y** and the Equip screen opens.

The right hand side of the Equip screen has a list of equipment options. Control Pad **up/down** through the list and press **A**; the Weapon Details window opens (see Weapon Details).
The Purchase option is already highlighted, so press **A** and this new bit of kit is added to the agent's equipment inventory. The equipment list reappears and you can purchase extra items as you see fit.
If you're not interested in buying, Control Pad **down** to Cancel and press **A**.
The Weapon Details window closes to reveal the equipment list again (for more details see Equipping Your Agents). When you've adequately equipped one agent, Control Pad **left/right** to highlight the next one.
Don't worry about Team Selection, Mods and Research options at this stage - you can get to grips with them later. But for now, once you're adequately equipped press **START** and the action begins in the Mission Zone (see In the Mission Zone).
Alternatively, use the **Left/Right** controller buttons to highlight the Start Mission icon from the Menu Bar, and then press **Y**.



The Mission Zone screen has all the information necessary to the success of a mission. At the bottom are the agent Status Boxes, complete with API Level bars, health and ammunition displays. Below these is a description of the mission's goal, and a direction arrow to guide you onto the right course.

The Status Box of the active agent is highlighted. **To change the active agent**, hold down **Y** and then Control Pad **left/right**. You can also group the agents and make them all active by pressing **SELECT** (see Group Mode for more information). While the agents are grouped, they respond to commands as a unit.

API Level Bars let you adjust the cyborgs' Adrenaline, Perception and Intelligence levels. **To increase these levels**, hold down the **Left** controller button and then press **Y** to boost Adrenaline, **X** to enhance Perception and **A** to improve Intelligence. To retard **API Levels**, hold down the **Right** controller button and then press **Y**, **X** or **A** (further details can be found in API Levels).

Beneath the API Level indicators is the Health Bar. This shows how much life is left in each cyborg - when the white hits the floor so does the agent.

Each Status Box also has a weapon icon. **To fire the selected weapon**, press **A**. The white bar beneath the weapon icon is the ammunition display. You can change weapons during the mission by holding down **X**, and then pressing the Control Pad **left/right** until the desired weapon icon appears in the Status Box.

The Scanner displays all the features of the Mission Zone. More information on this is available in Scanner.

Your agents are numbered 1-4. Move the active agent(s) by pressing the Control Pad **up/down/left/right**. Increase walking speed by increasing the level of adrenaline with the API Level bars.

The targeting icon appears automatically whenever a target is in range. The icon disappears once the victim has been eliminated (see Using Weapons).

After a mission you're taken to the Mission Debriefing screen.
If the mission has been successful, use the **Left/Right** controller buttons to highlight the Map icon from the Menu Bar and then press **Y**. At the World Map, choose another territory and another mission, but first, raise taxes on the citizens to boost your remaining budget.
If the mission was unsuccessful, any agents killed and money spent are gone for good. Following this first mission you have no choice but to try again, or give up Syndicate altogether and take up a safer hobby like knitting.

Note: If you've a choice of missions, you might want to come back to any you fail later on, when you've gained experience of how to control and appropriately equip your cyborg agents.

MAIN MENU OPTIONS

At the Title screen, press **START** to access the Main Menu. **To select a Main Menu option**, use the Control Pad **up/down** and then press **A**.

Start Game

Get straight into the mayhem by selecting this option. The Map screen appears and it's time to pick a territory (see At the World Map).

Practice Mode

Get to grips with controlling your agents without sacrificing money or lives.

The Practice level has an additional mission that has no bearing on the rest of your battles. Once you've entered Practice Mode, however, you've no choice but to complete the mission. Afterwards, win or lose, you return to the Main Menu.

Enter Passcode

Utilise this option when resuming the battle for global domination. At the Enter Passcode screen, use the Control Pad **up/down/left/right** to move around the grid and press **A** to select characters (remember to include all the hyphens). The backspace arrow lets you delete any incorrect characters. When you've entered the entire passcode, highlight the tick icon and press **A**; you're returned to the Main Menu.

To return to the Main Menu without completing a passcode, Control Pad to Exit and press **A**.

If you make an error entering the passcode, a Passcode Invalid message will let you know. Look up the saved code and try again.

Passcodes are collected after each mission at the Mission Debriefing screen (see Mission Debriefing).

Saved Games

When you restart a saved game you will notice that your agents do not possess all the weapons and modifications with which you left them. Don't panic! The cash value of all your equipment was transferred to your funds when you saved the game. This will therefore enable you to purchase the modifications and equipment again before you start your next mission.

Language Selection

The language options are English, French and German. At the Language Selection screen, use the Control Pad **left/right** to highlight your national flag and then press **A** to return to the Main Menu.

Options

Customise the game to suit yourself at the Options screen. Control Pad **up/down** through the

list, and then press **A** to select an option. Choose from:

Versus Mode - multiplayer Syndicate. Use this option and the agents selected for the mission no longer work together, but can kill each other. Naturally enough, you need at least two controllers plugged into your Super NES in order to take advantage of Versus Mode.

Effects - turn sound effects on or off by pressing **A**.

Music - with music off, enemy agents are that much harder to spot (see Enemy Agents). Press **A** to toggle music on or off.

Players - the number of Control Pads is detected automatically, to a maximum of four. You need to attach the Super Multitap® adaptor to control port 1 for three and four player games. Press **A** to select the actual number of players involved. Not surprisingly, you can't select more players than there are Control Pads connected. In multiplayer games, you complete the mission as a team unless you've selected Versus Mode.

Master Controller - when more than one of you is playing, someone has to designate their controller the master. Do so by pressing **A**. Naturally enough, this isn't an option when you've only one controller plugged in.

When you've made your choices, press **START** to return to the Main Menu.

CHOOSING A MISSION

At the Main Menu, highlight Start Game and press **A** to enter the Syndicate global arena. The Map screen is revealed.

At the World Map

The World Map is divided into 50 different sized slices. Colour coded according to the controlling Syndicate, these slices bear no relation to current conceptions of national boundaries but are solely the result of decades of inter-Syndicate rivalry (see Equipment & Territories). Press **X** to go to the next available mission. You can also move among the various territories by pressing the Control Pad **up/down/left/right**. A highlighted territory flashes, and if there is a mission currently available the Start Mission icon in the Menu Bar becomes active (see Start Mission).

When you highlight a territory its details appear in the information box below the World Map.

New Calendar

The day, date and year display in the top right of the screen is reckoned according to the New

Calendar (N.C.). This was introduced as the global standard when the information revolution had progressed to such a degree that calendar differences threw up unnecessary barriers to communication.

Territory Information

Territory information is displayed in a box above the Menu Bar. Territory information includes:

Territory Name: Based on the traditionally most dominant nation in the territory.

Population: The higher the population, the more difficult the mission to conquer it. But the greater the reward as you've more people to tax!

Current Tax Rate: As you start the game the Tax Rate for each is unknown. Only after successfully completing a mission is the territory's Tax Rate revealed. For details of how and when you can increase this figure see Raising Taxes. Raise the taxes too high and the populace become annoyed - just check the Status. That's when they can become rebellious and need some discipline, Syndicate style!

Status: Either Very Happy, Happy, Content, Discontent, Unhappy or Rebellious, depending on the tax rate.

Brief

Only when there's an arrow in the Start Mission icon in the Menu Bar is there a mission available to capture a territory. With the Mission Brief icon highlighted, press **Y** for the Mission Brief screen.

Mission Brief Screen

The Mission Brief is a written outline of the mission, including the drop point, defensive and offensive tactics, suggestions for suitable weapons and the possible location of the target.

Budget

The figure at the top of the right hand column is the mission Budget. This is used to buy all the weapons, peripherals and modifications your agents need to succeed, so spend it wisely! Throughout the game the cost of equipment and info is debited from this figure, while profits from taxation and weapon sales are added. This money can be used for further tooling up your troop of cyborgs, or put into Research in order to perfect still more lethal weapons and still more powerful modifications (for more info see Research).

When you've thrown all the cash away on unsuccessful missions the game doesn't end, but life becomes very difficult. Agents are sent into action without extra equipment or further

modifications. At this point the self-destruct option can come in handy (see Self-Destruct). But remember, when all your agents are dead the game really is over.

MAP

If you don't fancy your agent's chances at a given Brief, use the **Left/Right** buttons to highlight the Map icon from the Menu Bar and press **Y**; you return to the World Map screen. Use the Control Pad to move among the territories until you find a brief more to your liking. Remember that without an arrow in the Start Mission icon, the mission cannot begin.

ACCEPTING A MISSION

Having assessed your chances of completing the mission, press **Y** with the Team Selection icon highlighted in the Menu Bar; the Team Selection screen appears.

PREPARING FOR A MISSION

Team Selection

You can prepare up to four agents for a mission. Remember that it's often easier to control only a couple of agents when the bullets, bombs and laser bolts are flying, and dead agents are just so much wasted Syndicate moolah.

You select your agents from the Cryo Chamber. At the beginning of a Syndicate session you have eight agents available with identical attributes, the first four of which are numbered.

The remaining Cryo Chambers register as Empty, but can be filled with captured enemy agents as the game goes on.

At the top of the Cryo Chamber is your remaining budget. Equipment purchases and Modifications are deducted from this, but give agents more specific mission uses. They also gain experience with their weaponry as the game progresses. In this way you should develop an enviable selection of cyborg killing talent for your Syndicate.

Enemy agents captured using the Persuadertron (see Equipment - Persuadertron) are added to the Cryo Chamber. They bring any weapons and experience with them, and can also be modified.

Remember, any agents killed during a mission are dead and gone forever so make sure your pool of mission personnel doesn't dry up, or it's Game Over!

Choosing Team Members

Control Pad **left/right** to look at the weapons inventory and modifications for each of the currently operational agents. The agent's face appears and the agent number is highlighted in the Cryo Chamber. To move an agent to a different slot or activate an inoperative agent, Control Pad **up/down** to a different name in the Cryo Chamber and then press **A**. Deselect an agent and enter the Mission Zone with less than four cyborgs by pressing **B**.

Replacing Dead Agents

When an agent is killed, an inoperative agent automatically fills the vacant slot in the Cryo Chamber. You can change this to a more appropriately equipped agent should you wish. Follow the instructions as in Choosing Team Members.

Equipping Your Agents

Each agent is already supplied with a single pistol, but they need far more equipment than that if they're to prevail against enemy cyborgs, police and guards and still achieve their objective. With the Equip icon highlighted in the Menu Bar, press **Y** to open the Equip screen.

At the beginning of the game you have only four equipment options: persuadertron, pistol, shotgun and medikit. Research money is needed to perfect more (see Research).

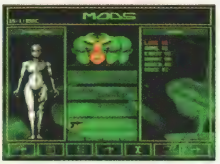
Control Pad **up/down** to highlight an item from the equipment list and then press **A**.

The equipment window opens, and the Purchase and Cancel options appear. The equipment window details the cost, ammo and range of a particular weapon.

As Purchase is already highlighted, simply pressing **A** again adds this equipment to an agent's inventory. If you decide not to buy, Control Pad **down** to Cancel and then press **A**; the icon evaporates and you can select another item from the list. So kit out your CHIPped-out agents some more; they're soon ready for real mayhem.

Only by playing Syndicate do you learn the ideal mission environment for each weapon, but for tactical hints and details of specific equipment uses see Equipment Details.

Modifying Your Agents



Now your agents have the gear, they need the brain, muscle and sinew to help them use it. To tune your cyborgs' physiques to perfection, press **Y** with the Modifications icon highlighted in the Menu Bar. The Mods screen appears with a list of currently available modifications. Choose between designer limbs, eyes, heart, chest and brain to produce the ultimate killing machine. Use the Control Pad **up/down** to highlight the desired modification from the Mods list. It appears in the appropriate box beside the agent icon and the Mods window opens with a

description of its attributes. This gives version, cost and a written description of its advantages. As Purchase is already highlighted, simply pressing **A** again adds this modification to your cyborg's body. The modification name and version number appear beneath the agent icon and the Mods list re-opens.

If you decide not to buy, Control Pad **down** to Cancel and then press **A**; the Mods window closes and you can select another item from the list.

Versions

Each physical modification comes in three versions. As the game begins only Version 1 is available and money needs to be invested on Research before you can get your hands on Versions 2 and 3. The higher the version number, the more current the technology and the greater any advantages. But they also carry a greater price tag, so be prepared to pay through the nose.

Legs: Move your agent at much greater speed around the mission Zone than conventional legs.

Arms: Allow an agent to carry a larger amount of equipment unhindered.

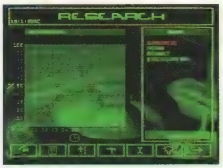
Eyes: Improve awareness of oncoming hazards and better an agent's accuracy when firing.

Chest: Modify a cyborg with a metallic chest to help it survive direct hits during opposition attacks. Versions 2 and 3 also contain a massive explosive charge that is triggered in Self-Destruct mode (see Self-Destruct).

Heart: A bigger heart improves overall physical strength and durability.

Brain: Even the Version 1 brain is better than that currently installed within your agent's noggin. Vital for quick, correct decision making under pressure. Also, the higher the version brain installed, the greater the effects of the Persuadertron (for more information see Weapons - Persuadertron).

Research Screen



It's a foolish Syndicate executive who thinks that they can prevail with Version 1 modifications and the meagre weapons available initially. As the old saying goes, 'no bucks - no Buck Rogers'. It's up to you to channel funds into Research, from where new designs are added to the Equipment and Modification lists.

To access the Research Screen, press **Y** with the Research icon highlighted in the Menu Bar.

Modification Development

If Version 1 legs don't get your agents out of trouble fast enough, it might be time to invest in Version 2. Use the Control Pad **up/down** to highlight an option and then press **A** to confirm selection. The name of the modification being developed appears above the Research Graph. The funding controls are revealed. You can now invest in research by pressing the Control Pad **left**; the line on the Research Graph becomes steeper. Control Pad **right** to decrease the amount spent on Research; the line on the Research Graph become correspondingly shallower. Press **X** to toggle between Modifications and Equipment development.

> **Note:** Version 2 modifications need to be developed fully before Version 3 updates become available.

Equipment Development

When the Research screen is opened your Equipment Development options are detailed in the Research Options window. Equipment is grouped in categories according to its function. Think about the demands of forthcoming missions and the equipment your agents are lacking before deciding on the Research Option to be developed.

Use the Control Pad **up/down** to highlight an option and then press **A** to confirm selection. The name of the equipment category under development is listed above the Research Graph. The funding controls appear. Speed up development by pressing the Control Pad **left**; the line on the Research Graph becomes steeper accordingly.

Budget looking a little thin? Reduce the speed of development and save some readies by pressing the Control Pad **right**; the line on the Research Graph become correspondingly shallower.

Now press **X** to reveal the Modifications Development options.

DEVELOPMENT GRAPH

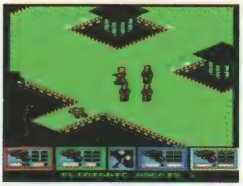
The Development Graph is an at-a-glance indicator of the state of development for any Modification or piece of Equipment. Detailed on the vertical axis is % Completion and on the horizontal axis Days to Completion. The line shows this completion/time ratio and becomes shaded along its length to make the time to completion even more graphic.

The Mission Debriefing screen tells you the time remaining to development completion.

CONFIRMING DEVELOPMENT

When all budgetary limitations have been taken into account and the desired cost/time threshold reached, press **Y** with the Start Mission icon highlighted in the Menu Bar. Alternatively, press **START** and you're propelled into the Mission Zone where chaos reigns and every shadow conceals an enemy.

IN THE MISSION ZONE



Once you've adequately kitted out your cyborg servants, you're ready for a mission. The Mission Zone screen displays all the information you need to lead your Syndicate agents to their target.

Status Boxes

Your agents' operational status is displayed in the Status Boxes at the bottom of the screen. From here you're able to adjust API Levels, check on an agent's health, and keep track of how much ammo is left in the selected weapon.

API Levels

With the three bars you control injections of drugs which alter your agents' adrenaline (A), perception (P) and intelligence (I) levels in real time. Accurate control of API Levels is essential if you're to progress to the higher echelons of your Syndicate.

Adrenaline - controls speed of reactions.

Perception - improves precise firing and alerts an agent to danger earlier.

Intelligence - controls an agent's reactions to a given situation.

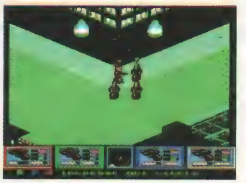
An agent with high adrenaline and low intelligence reacts quickly but erratically - he may fire wide or too soon.

Raising intelligence may prompt an agent to get out of a risky situation rather than risk his life. This is especially true in combination with higher perception.

If you want your agent to walk blindly into certain death, lower intelligence and perception together.

It's a good tactic to crank up API Levels when leaving agents on lookout within the Mission Zone. They fire to defend themselves while awaiting the next command.

ADJUSTING API LEVELS



To increase API Levels, hold down the **Right** controller button and then press the button that corresponds to the colour of the API Level bar. Press **Y** (green) to increase adrenaline, **X** (blue) for perception and **A** (red) for intelligence.

The green, blue and red bars show dosage of the drug; the darker segment of these bars indicates the amount of drug used up. When the dark segment achieves the same extent as the normal colour bar, the effect of the drug begins to diminish. The length of the level indicator falls off accordingly.

The centre line moves to the right to show drug dependency; future injections need to be greater to have the same effect.

Retarding API Levels to the left of the centre bar reduces dependency; do this when an agent is under no real threat. To decrease API Levels, hold down the **Left** controller button and then press the button that corresponds to the colour of the API Level bar. Press **Y** (green) to decrease adrenaline, **X** (blue) for perception and **A** (red) for intelligence. The longer an agent's API Levels are rested, the greater the improved performance when injected later.

> **Note:** In Group Mode any API Level adjustments to a single agent affect them all, and in Panic Mode API Levels are maximised across the board.

Health Bar

This ain't where cyborgs go for a little R'n'R! The Health Bar indicates remaining life.

These cyborgs can take some punishment, but when there's more black than white on show it's time to take evasive action.

The Health Bar can be restored using a MediKit (see Equipment & Territories).

Changing Active Agent

The active agent's Status Box is highlighted. To change active agent, hold down **Y** and Control Pad **left/right**; the highlight moves accordingly.

Scanner

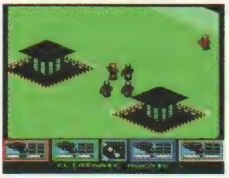
From your vantage point high above the city you observe proceedings and monitor the actions of your agents. To help you plot agent moves, warn you of advancing enemy cyborgs and locate the target, the control airship is equipped with a Scanner which reproduces an aerial view of the Mission Zone.

Objects in the Mission Zone are colour coded by the Scanner as follows:

Civilians	= purple
Persuaded civilians	= grey

Your agents	= large white dots
Enemy agents	= red dots
Guards	= yellow
Police enforcer droids	= orange
Cars	= white
Dropped weapons	= green
Walls	= light blue
Fences	= beige
Roads	= grey
Water/pits	= blue/grey

Using Weapons



Your agents are each equipped with an auto-targeting device which informs you when a target is in range. But as their Syndicate master, it's up to you to pull the trigger.

The colour of the targeting icon depends on the colour the active agent's highlight, or the lead agent when in Group Mode.

Press **A** and the active agent pulls the currently selected weapon from under his/her overcoat, and sprays bullets around the Mission Zone with insane abandon.

To change the currently selected weapon, hold **X**. Control Pad **left/right** through the weapons inventory until the desired weapon icon appears in the Status Box and then release **X**. Press **A** to fire the new weapon.

It's a good idea to select a new weapon well before you reach your target, where things might be hectic and swift, unnecessary violence called for.

GRABBING WEAPONS

The weapons of agents killed in action, whether enemies or your own, can be retrieved. Move an active agent over to the smoking remains of an enemy agent or police droid, hold **X** and then Control Pad **up**. Your man-machine bends down and quickly conceals grabbed weapons in the folds of his/her overcoat. The grabbed weapon's icon flashes red in your agent's inventory.

If the dead dude had multiple firepower, you can keep retrieving weapons until either all are claimed or the agent can hold no more.

DISCARDING WEAPONS

When all the ammo has been used a weapon can become a burden.

To discard a weapon from the agent's inventory, hold **X** and then Control Pad

down. It's up to you to judge whether your funds can cover such losses (see Selling Weapons), but you always have the option of picking it up again later.

Moving Your Agents

You can differentiate between your agents in the Mission Zone by their colour: red, green, blue or white. Their movements are controlled with the Control Pad, but only the active agent responds to Control Pad movements. **To change the active agent**, press and hold **Y** then Control Pad **left/right** until the Status Box of your choice is highlighted. The view of the Mission Zone zooms to the location of the new active agent.

If your agent has entered a building, a vehicle or disappeared into a tunnel, follow the agent's arrow to trace the route. This also allows you to manoeuvre the cyborg even when out of sight.

SPEED

To make your agents move more quickly around the Mission Zone you can increase the Adrenaline level, or invest in higher version legs. But the load an agent is carrying also has an effect, so you must judge the amount of equipment taken on the mission carefully - too much could hinder your progress.

Higher version arms give an agent greater strength allowing him/her to carry more weaponry (see Modifications). Naturally some weapons weigh more than others - for example carrying a Chiller slows down an agent much more than does a Pistol or an Uzi.

GROUP MODE

Combine all your agents in real time during the mission using Group Mode. Press **SELECT** to activate Group Mode; all your agents' Status Boxes are highlighted and they respond to Control Pad movements in unison. In this way you can have a gruesome twosome, threatening threesome or frightening foursome on patrol.

To de-activate Group Mode, press **SELECT** again. The agent who was the last active before Group Mode activation becomes the only one under direct Control Pad command.

Urban Update

Here are some of the obstacles you can expect to come across on the teeming city streets during a Syndicate mission.

Enemy Agents

Cyborgs controlled by rival Syndicates appear similar to your own, except their hair is orange

and overcoats entirely black. Unlike police droids which wait for arms to be revealed, enemy agents don't stand on ceremony when it comes to gunning down your operatives.
If you're not careful they are firing before you can even arm a cyborg, so move quickly.
Keep your ears open for approaching danger. When an enemy agent appears on screen the music changes to something altogether more threatening.

Police Enforcer Droids

As the streets of tomorrow are far too dangerous to be policed by a flesh and blood police force, enforcer droids have been developed to do the job. These droids are silver in colour and have a flashing red light, whereas guard droids are green. Hampered by archaic laws, police enforcer droids cannot fire on Syndicate agents until weapons are already drawn and the streets awash with innocent blood. Although well constructed and well armed, this helps make the droids sitting ducks for Syndicate agents in need of target practice.

The Target

The unfortunate soul who is the mission Target can be tracked to his bolt hole using the direction arrow above the Menu Bar.

> **Note:** If you have to enter a building to pursue the target, remember that the cursor becomes a targeting icon when over your prey.

Vehicles

Use cars and trucks to move your agents around the Mission Zone more quickly. Press **B** and the active agent(s) enter the nearest vehicle. You can now direct the vehicle's movements at junctions with the Control Pad. To leave a vehicle, press **B** again.

Buildings

You can trace the movements of an agent when hidden from view inside a building by following his/her agent arrow on the Mission Zone display.

Emergency Measures

It's not all plain sailing in the world of Syndicate. To give you a fighting chance when things are at their worst, here are a couple of tactics which could save your cyborg agents' Flexiflesh™ skins.

PANIC MODE

If things are looking bad and enemy agents closing in, press **Left** and **Right** controller buttons simultaneously to enter Panic Mode. Selected agents automatically choose a weapon to fire, while API Levels shoot up to maximum.

SELF-DESTRUCT

Okay, so your remaining agents are out of ammo and rival Syndicate scum are circling like vultures, ready for the kill. What to do now? If you've invested in Chest Mod Version 2 or 3, press **A + B + X + Y** simultaneously and the active agent blows himself to smithereens, taking out everyone and everything in the surrounding area. Your remaining agents (who have been positioned well out of range, of course) can then grab spare weapons and continue the fight.

Similarly, Self-Destruct comes in handy when your budget has been swallowed up on unsuccessful missions. Even an unarmed agent can be a lethal weapon if it successfully evades detection and reaches the target. Press **A + B + X + Y** simultaneously and the mission is completed. Self-destruct earlier to relieve enemy agents of the weaponry your cyborgs desperately need.

Dead Agents

Dead agents forfeit all their weaponry and modifications, and are not available for further missions - hence the importance of capturing personnel for the Cryo Chamber (see Replacing Dead Agents).

It's better to watch for hits and respond by switching active agent to give egg-sucking enemy operatives some well-deserved payback.

Mission Debriefing

After each mission the Debriefing screen gives you the mission statistics. These include agents killed, agents used, hit percentage - a breakdown of everything that happened during the mission. If things went badly for your Syndicate, here's where you find out why.

The Debriefing screen also shows the current state of any ongoing Research, and tells you when new equipment and modifications are available.

Vitally, the Debriefing screen also reveals the passcode. **WRITE THIS DOWN AND DON'T LOSE IT**. You can type it in at the Passcode screen at a later date and continue your conquest without missing a heartbeat (see Main Menu Options).

Escaping With Your Life

When all hope of victory is lost, you can escape the Mission Zone by pressing **START** and then buttons **A + B + X + Y** simultaneously. Okay it's chicken, but he who fights and runs away doesn't get roasted by his Syndicate overlords.

AFTER THE MISSION

After the mission, press **Y** with the Map icon highlighted in the Menu Bar; the World Map screen appears. Following successful missions, one of the territories adjacent to that in which you have triumphed is flashing to indicate that a Brief is available (see Mission Briefing).
Following unsuccessful missions, no new territories are flashing (see Mission Failure).

Raising Taxes

After winning a mission you have earned the right to levy outrageous rates of tax on the helpless citizens. Raise taxes and increase Syndicate profits.
But you'd better watch for population mood changes. If you're hammering them with excessive tax demands and they're anything less than Content, the citizens can turn rebellious.
You could end up fighting an extra mission (and thereby spending extra Syndicate funds) to bring the territory back in line. Lower taxes if necessary to improve the mood and prevent rival Syndicate insurgents taking advantage.
Control Pad **left** to raise taxes an agonising single percentage point at a time. The money raised is displayed next to the tax figure; your head spins as you watch it rise! Control Pad **right** to lower the tax rate for some insane reason.
All the cash raised is added to your overall budget.

Choosing A New Mission

One of the adjoining territories controlled by rival Syndicates have been de-stabilised by your success. This flashes to indicate that it's ripe for a take-over. You can only expand your Syndicate into these areas, otherwise there is no arrow on the Start Mission icon in the Menu Bar. Use the Control Pad to highlight a territory, and then check out the Mission Briefing (see Mission Briefing).

Selling Equipment

Trade in unnecessary weaponry and boost your budget using the Sell option.
At the Equip screen, press **X** to activate Sell Mode. The agent's equipment inventory is listed. Control Pad **up/down** through the list and press **A** for the weapon details. The Sell option is already highlighted - press **A** now and the weapon disappears from the inventory. Your budget increases accordingly.
Alternatively, Control Pad **down** to Cancel and press **A**. The weapon details are replaced by the inventory list.
To leave Sell Mode, press **X**. The agent's inventory is replaced by the equipment list.

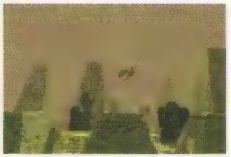
Failure

If your agents fail to respond to your commands, or your commands do not come quickly

enough, the mission fails. The on-screen instruction to press **START** takes you to the Mission Debriefing screen. From here, access the World Map and choose a different territory (with a mission you can handle).

Note: If this is still the first mission you've no choice but to try again. But then, if you're having so much trouble with such an easy mission you probably aren't cut out for the Syndicate anyway.

Game Over



If you're so inept that all eight cyborgs supplied by the Syndicate are killed, the game is over. As an embarrassment and a liability to your Syndicate, an explosive device hidden on board the command airship is detonated by the Syndicate Executive and you crash into the city in flames. You should be thankful for a quick death, but you're not exactly going down in a blaze of glory. Don't say that we didn't warn you.

EQUIPMENT & TERRITORIES

Equipment

Listed here is the complete set of weapons and mission peripherals made available to your Syndicate.

Firearms

Pistol: Large calibre hand gun. Medium range projectile weapon. Very cheap gun that is easily outclassed but useful as a backup weapon.

Shotgun: Pump action shotgun with a large spread of shells. Does more damage than the hand gun, but let down by its lack of effective range. At close range, however, this can inflict real hurt.

Persuadertron: A short range weapon that fires a small dose of chemical which renders the target totally open to suggestion. When hit, victims momentarily turn blue, lose all free will and follow your agent around the mission zone like sheep. Persuaded people can pick up weapons which they fire whenever instructed. You can also sell these weapons after the mission (see Selling Equipment) to boost your budget.

Civilians are always open to persuasion, and you need to persuade varying numbers of civilians before the Persuadertron has any effect on guards, police droids or enemy agents. Also, the effects of the Persuadertron are multiplied depending upon the version brain installed in the cyborg using it. The chart below shows the number of civilians needed to persuade guards, police and enemy agents.

Version brain	Civilians	Guards	Police	Agents
0	A	3	4	–
1	A	2	3	5
2	A	1	2	4
3	A	A	1	2

(A = always persuaded)
(– = never persuaded)
Each category also has attached Persuasion Points.
These work in combination with higher version brain modifications and are as follows:

Civilian	= 1	Police Droids	= 4
Guard	= 3	Enemy Agent	= 5

Example 1: With brain 0 you need 3 civilians to control a single guard. However, because a guard is worth 3 Persuasion Points, you only need 1 additional civilian to persuade a police droid, i.e.:

Brain 0	1 x civilian	1 x guard	= 1 police droid
Persuasion Points	1 x 1	1 x 3	= 4

Example 2: Thanks to Persuasion Points, with a version 3 brain you don't need to persuade 5 civilians for an enemy agent. The following combination has the same effect:

Brain 3	2 x civilian	1 x guard	= 1 enemy agent
Persuasion Points	2 x 1	1 x 3	= 5

Note: Only persuaded enemy agents go into your Cryo Chamber, but you are paid for any other persuaded personnel which survive to the end of the mission.

Uzi SMG: 9mm automatic hand gun. Fast rate of fire and medium range. Plenty of ammunition and a relatively low cost make this weapon the mainstay of any offensive force.
Long Range Rifle: Very long range and extremely accurate high velocity rifle. A single shot weapon designed for picking off individual targets at a distance. Useful for assassination attempts and long range support fire.

SUPPORT WEAPONS:

Chiller: Produces a stream of liquid helium that freezes anyone or anything in its path. Very short range but devastating.
Mini Gun: Motor driven multi-barrelled machine gun. Devastating rate of fire and a decent range make this an ideal support weapon for any squad. However, any unmodified agent attempting to carry more than one of these may encounter problems with the huge weight involved.
Laser Gun: Small rifle that uses laser light to form a beam of high powered energy that cuts through its targets and anyone or anything foolish enough to get in the way. Extremely powerful

with a very long range. Ideal anti-vehicle weapon and also effective for sniping.

Gauss Gun: Portable launcher with a supply of three rockets. The rockets themselves are long range high explosives, quite capable of destroying tanks or eliminating large groups of people.

SPECIAL EQUIPMENT:

Time Bomb: High powered explosive that comes complete with timer and detonator. Explodes after a set time period devastating the surrounding area. The time bomb can also be triggered by firing at it. The explosive is not quite powerful enough to damage structures but readily destroys people and vehicles. Choose the weapon icon from the weapons inventory, drop the time bomb and then leg it!

MediKit: A small pack that contains everything required for minor field surgery. It restores a single agent's health but may only be used once.

Energy Shield: Personal force field generator. Completely covers the individual with a protective force wall that can withstand all projectile weapons. Due to the immense power drain, this item has a very short life span but does slowly recharge after use.

Territories

After the fall of the world's governments national boundaries collapsed as countries were carved up by the Syndicates. For administrative purposes the holdings of a particular Syndicate were divided into territories of roughly equal population size. It is for supremacy in these territories that you fight throughout the Syndicate conquest.

Ecological upheaval, wars and population movements mean that the ethnic make-up of these territories has changed drastically since the 20th century. Now the sole source of conflict and, ironically, the major source of pleasure is the CHIP and the Syndicates which supply it.

Western Europe
Central Europe
Scandinavia
Algeria
Urals
Eastern Europe
Siberia
Mongolia
Kazakhstan
Kamchatka
Far East
China
Libya
Iraq
Iran
India
Pacific Rim

Indonesia
Western Australia
Northern Territories
New South Wales
Mauritania
Nigeria
Sudan
Arabia
Zaire
Kenya
South Africa
Mozambique
Atlantic Accelerator
Greenland
Northeast Territories
Northwest Territories
Alaska

Northwest Territories
Alaska
Yukon
Newfoundland
California
Rockies
Mid West
New England
Colorado
Southern States
Mexico
Colombia
Peru
Venezuela
Brazil
Paraguay
Argentina

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